TIGER ELECTRONICS

AGES 5 & UP

Harry Potter™

E-PALS NORBERT™

Asst. No. 36291
Item No. 36294
200102870IWTI-01

INSTRUCTION

Hasbro

1 GETTING STARTED

Pull the tab out behind the unit to activate the game.

You will see the word **TIME** appear on screen with an hour glass.

It's time to set the time. It's important to set the correct time so that you can keep **NORBERT** and **FANG** on schedule for their many activities!

Press the **ENTER** button.

On screen you will see:
HOUR?
AM
12:00

Use the **LEFT** and **RIGHT** buttons to move to the correct hour. To move from **AM** to **PM**, you will have to scroll through all the **AM** hours first. When you reach the correct hour, press **ENTER**.

On screen you will see:
MIN?
(plus the hour you already entered)

Use the **LEFT** and **RIGHT** buttons to move to the correct minute. Then press **ENTER**.

This will take you right into the game which begins with an opening animation of **NORBERT**, Hagrid's dragon being hatched from an egg!

The game takes place at **HAGRID's CABIN** since both Norbert and Fang reside with Hagrid. Norbert is a baby dragon won as an egg by Hagrid in a card game. Fang is Hagrid's boarhound.

Once **NORBERT'S EGG** is hatched, you must keep Norbert in good shape for 2 days. You keep Norbert in good shape by taking good care of him!

When you see the **ALERT** icon flash on screen, you need to figure out what **NORBERT** needs!

For example, maybe **NORBERT** needs food. So press the **MODE** button to get into the activity mode selection and then use the **LEFT** and **RIGHT** buttons to toggle through the various icon activities. Then press **ENTER** to go to the activity of your choice.

If you play and win the correct activity, you will score points!

But if you can't figure out which of the activities **NORBERT** needs, don't worry. If you don't figure which activity to play, soon the screen will actually flash the icon of the activity that he needs, for example, the **FOOD** icon would flash on screen.

Then use the **LEFT** and **RIGHT** buttons as described above to toggle to the food icon and press **ENTER**. Then play the **FOOD** game. If you win the game, you will still score points – although not as many as you would have scored had you figured out on your own that **NORBERT** was hungry and needed food!

If you don't select the correct activity or you select the correct activity but can't win the game, then you will **LOSE** points.

If you can keep **NORBERT's** score above 80 for 2 days, then you will hear **BARKING SFX** (at 7:30 am on the third day) – letting you know that **FANG** has been activated!

Once **Fang** has been activated, you can toggle between both pets – and have two pets to take care of instead of one! But only **ONE** of these two pets will ever appear on screen at a time.

While the games are all about **NORBERT** and **FANG**, you'll also see some other friends appearing on screen from time to time, including **HARRY, HAGRID,** and **HERMIONE!**

As you play with **NORBERT**, you will actually see him get larger as time progresses – progressing from baby dragon coming out of the egg and turning into a full sized dragon within 4 days!

Your E-Pals won't die. But if your score for **NORBERT** drops below 20, then you see **NORBERT** appear in a crate suspended by a harness. Then both crate and dragon will disappear off screen.

If your score for **FANG** drops below 20, then you see him run off into Hagrid's hut!

If you lose **NORBERT** within the first 2 days, then you will not get a chance to play with **FANG**. Playing with **FANG** must be earned – by keeping **NORBERT** in good shape for 2 days first! There is one exception to this – entering a secret code to activate Fang early! More on that later!

There are 7 games for you to play with **NORBERT** and **FANG**. Your scores will continually rise and fall depending on how well you perform in the games!

2 FUNCTIONS

You can play 7 different games each for both **NORBERT** and **FANG** – 14 games in all. In addition to your games, your game also has a clock, an alarm function, a stopwatch, sound effects, name editing, score keeping, a pause feature, and a contrast level to obtain the clearest possible on-screen action!
The activities include:

CLOCK,
including clock, alarm, stopwatch and contrast (FIRST ICON IN UPPER LEFT)

FOOD
(SECOND ICON FROM LEFT)

SLEEP
(THIRD ICON)

CLEAN
(FOURTH ICON)

GAMES
(FIFTH ICON)

ALERT
(SIXTH ICON)

The **ALERT** icon (the sixth icon) is to remind you of some action your E-Pal needs. The flashing alert icon means your E-Pal needs to feed, sleep, clean and/or play. Remember to try to guess what action is needed for your E-Pal first. If you don't guess right, the icon of the correct action will flash with the alert icon. When you have both E-Pals (**NORBERT** and **FANG**) activated, the alert icon may flash for whichever E-Pal needs action! Once you have satisfied your E-Pal's need, the icons stops flashing.

3 CONTROLS

LEFT – to move left among the activity mode icons for activity selection.
– to move left during a game once you have selected it.

RIGHT – to move right among the activity mode icons for activity selection.
– to move right during a game once you have selected it.

MODE – to go from downtime activities into the selection process for the various activities.
– to quit from selected activity to downtime activities.

ENTER – to confirm a selection from the mode selection screen.
– to move to the center position during a game.

4 How To Play

After activating the game and setting the clock as described above, you will be asked to enter **NORBERT's** name.

So type in **N - O - R- B - E - R - T** in the game screen. Or you can type in your own name!

After entering name, confirm the name by pressing the **ENTER** game. Now let the games begin!

You are in "downtime" activities and can watch **NORBERT** move freely across the screen.

When the alert icon lights up, you know **NORBERT** needs something!

When you get to the point where both E-Pals (**NORBERT** and **FANG**) are both available to you, you will see there is an arrow for your selection, so you can press **RIGHT** key to select Fang or press **LEFT** key to select Norbert.

If you don't press any key while you are in the **MODE** selection, after about 5 seconds, you will go automatically back to downtime mode.

SELECTION MODE:
By pressing the **MODE** key, you will go to the selection mode and can choose among all the activities/functions described above in trying to figure out what your E-Pal needs! Now you can make a selection between clock, food, clean, sleep and games. If you don't select one of these activities, the selection icons will disappear after about 5 seconds and downtime will begin again.

DOWNTIME AND SECRET CODES
While you are in downtime, watching your E-Pal move across the screen, you can press the **ENTER** key.

Then you will see a blank screen.

From this blank screen, you can enter secret codes! By typing in a secret code and pressing **ENTER** to confirm the secret code, you will be able to activate **FANG** immediately – without having to play well with **NORBERT** for 2 days first!

From this blank screen, there is another special code you can type in and then press **ENTER** and see a special Harry Potter™ activity!

At any time, you can press **LEFT** or **RIGHT** to return to downtime activities or you can press the **MODE** button to go back to the selection of activities.

Once you press **MODE** key, you will have 30 seconds to make a selection (clock, food, sleep, clean or game).
From the special code screen ,if you don't press any key for 5 seconds, you will return to downtime automatically.

THE CLOCK

There are 7 functions in selecting the **CLOCK** activity icon. switch the choices. At any time, press the **MODE** key to exit back to the main menu of activity selections.

Let's go through your clock choices!

Set Time:
Press **ENTER** to set the time. Then use the **LEFT** or **RIGHT** buttons to set the hour and press **ENTER** to confirm. Set the minute time in the same way.

Set Alarm:
Press **ENTER** to set the alarm. Press **LEFT** to turn it on or **RIGHT** to turn it off and then press **ENTER** to confirm. Then follow the same procedure in Set Time to set the hour and minute for the alarm to sound!

Stop Watch:
Press **ENTER** to begin the stopwatch! Press **ENTER** to stop it. Press **ENTER** to resume it.
Press **MODE** to reset it to "00:00".
Press **MODE** to exit.

Sound ON/OFF
Press **ENTER** to go into the **ON/OFF** screen.
Press **LEFT** to choose **ON** and Press **ENTER** to confirm. Press **RIGHT** to choose off and Press **ENTER** to confirm.
Press Mode to quit without changing the setting.

Edit name
Press **ENTER** to edit the name. The old name is shown for you to modify.
Press **MODE** to backspace. Then enter the new name.

If you don't type in anything, press **MODE** key to quit.

Show score
When you select the score, you will see how many points you have.
Press Mode key to quit.

Pause ON/OFF
Press **ENTER** to go into the **ON/OFF** screen.
Press **LEFT** to move to **PAUSE ON** and press **ENTER** to confirm. The clock will then be shown.
Press Mode to quit the Pause and resume the game.

Adjust the Contrast
There are 5 contrast levels. Press **LEFT** or **RIGHT** to adjust.
Press either **ENTER** or **MODE** to confirm the selection.

NORBERT'S ACTIVITIES
Press the **MODE** button to go from downtime activities to the main menu of activity selection. Move **LEFT** or **RIGHT** to toggle from activity to activity. Then press the **ENTER** button to select the activity you want to play. Then enjoy the fun!

NORBERT'S FOOD ACTIVITY
Hagrid will appear carrying a crate full of rats – from the left, right, or center of the screen. When Hagrid enters from the left, Norbert (that's you – you play as Norbert!) should move to the left by pressing **LEFT** button. Then press the **LEFT** button again to make Hagrid stop.
Similarly, when Hagrid enters from the right, press **RIGHT** button to move to the right. Then press the **RIGHT** button again to make Hagrid stop.

When Hagrid enters from the center of the screen, press the **ENTER** button to move to the center. Then press the **ENTER** button again to make Hagrid stop.

The game ends when Norbert has made Hagrid stop three times.

NORBERT'S SLEEPING
The screen shows a 3-button code code composed of three letters: R(right), E(enter) and L(left). It is a random combination. You must perform the correct 3-code combination once to complete the game.

After the 3-button code has been shown, a white screen is shown. At this time, you should input the code. Once you input a wrong key, the pattern will be shown again.

Then **NORBERT** will go to sleep! To wake him up, enter the sleep mode and play the mini-game again, once again performing a 3 button code!

When **NORBERT** is asleep, he can't perform other activities! So you have to wake him up before playing any other games!

NORBERT'S CLEANING
You're playing as Hagrid. Press **LEFT**, **ENTER** (Center) or the **RIGHT** button to follow the Norbert's step 3 times in a row to finish the game. So when **NORBERT** goes left, you should press **LEFT**.

Once **NORBERT** moves to the center, you should press **ENTER** immediately. When **NORBERT** goes either left or right, press the corresponding (**LEFT** or **RIGHT**) button immediately. You only need to press the correct button **ONCE** for each step.

NORBERT'S GAME MODE
Once you enter the game mode, you can use your **LEFT** and **RIGHT** buttons to toggle through four different games to choose from. When you decide on which of the four games you want to play, press the **ENTER** button and enjoy!

GAME 1: EGGS
Eggs will be falling from the top of the screen, one on the left, one on the right, and one in the center. You have to press to press either the **LEFT**, **RIGHT**, or **ENTER** (center) button to move the finger to the position of the Ridgeback dragon egg and break it. Do it 5 times to complete the game.

GAME 2: CARRYING THE CRATE
Harry and Hermione have to carry the heavy crate holding **NORBERT** up a marble staircase. When the stairs curve left, press the **LEFT** button 3 times.

When the stairs curve right, press the **RIGHT** button 3 times.

When the staircase moves straight ahead, press the **ENTER** (center) button 3 times.

The stairs will curve three times. You have to make 3 correct moves to complete (win) the game.

GAME 3: CHICKEN FEATHERS
There are two feathers falling from the top of the screen at different speeds. You play as **NORBERT**. Press the **LEFT**, **RIGHT** or **ENTER** button to move to the corresponding position of the feather and press the **SAME** button again to catch the feather.
Norbert has to "track" 8 out of 10 feathers for you to win this game.

GAME 4: TAIL WAGGING GAME
Norbert likes to hit Hagrid's boot with his tail! You have to press the **LEFT**, **RIGHT**, or **CENTER** button to move to the position of Hagrid's boot as the boot moves lower on the screen. Then press the **SAME** button again in time to thwack the boot with your tail!

Do it 5 out of 25 tries to complete (win) the game.

FANG ACTIVITIES
When you play with **FANG** (after two great days with **NORBERT** or after entering the secret code to activate **FANG** sooner), you can also play games with Fang and keep his score, too!

FANG'S FOOD
Hagrid throws large **T**–bone steaks to **FANG**. Yum-Yum!

The steak will fall from Hagrid's hand either left, right or from the center of the screen. You have to guess in which direction each steak will fall – and then press the **LEFT**, **RIGHT**, or **ENTER** (center) button to catch and eat the steak.

Catch 3 steaks to complete (win) the game.

FANG'S SLEEPING
The sleeping activity works the same as **NORBERT**'s sleeping. The screen will show a 3–code combination composed of **L**, **R** or **E**. You have to enter this 3 part code correctly to have **FANG** sleep. Then when you want to wake him up, go back into the sleep activity, see the 3–part code flash on screen and repeat the code to wake him up!

When **FANG** is asleep, he can't perform other activities! So you have to wake him up before playing any other games!

FANG'S CLEANING
Hagrid washes himself in a wooden bucket. Press the **LEFT** button when Hagrid appears in his bucket on the left. Press the **RIGHT** button when Hagrid appears in his bucket on the right. Press the **ENTER** button when Hagrid appears in his bucket in the center of the screen.

Do it three times to complete (win) this game.

GAME 1: CATCH AND FETCH TREE BRANCHES
You play as **FANG**. Hagrid throws large tree branches. The tree branch will first appear at the upper left corner. It may fall vertically or fly horizontally. You have to guess where the tree branch will fall – and then press either the **LEFT**, **RIGHT**, or **ENTER** (center) button to catch the tree branch.

Do it 5 out of 7 to complete (win) the game.

GAME 2: BURIED BONES MYSTERY
FANG has buried the bones from the T-Bone steaks he eats. They are buried near Hagrid's hut and hidden from view. You must press the **LEFT** or **RIGHT** button to guess the mystery spot where the bones are buried!

You will have 10 chances to collect 7 bones to win this game!

GAME 3: FINDING HARRY
FANG is the Forbidden Forest with Hagrid, trying to find **HARRY POTTER™**. You play as **FANG**. Wherever you see Harry's footprint, go in that direction by pressing **LEFT**, **ENTER** (center), or **RIGHT**.

"Track" 8 out of 10 footprints to win the game.

GAME 4: CAULDRON COOKING GAME
There are two leaves falling from the top of the screen in different directions. As each leaf falls to the lowest position, press the **LEFT**, **RIGHT**, or **ENTER** (Center) button to catch the leaves for cooking!

Catch 5 out of 7 leaves to complete the game.

5 Inserting The Batteries

To insert the battery, have an adult open the battery compartment cover at the back of the game. (Loosen the screws holding the battery door onto the back of the unit and remove the door.) Insert 1 CR2032 battery (included), making sure to align "+" and "-" as shown.

CAUTION: Batteries should be replaced by an adult.

Not suitable for children under 36 months, may contain small parts.

To ensure proper function :

– Battery installation should be done by an adult.

– Non-rechargeable batteries are not to be recharged.

– Rechargeable batteries are to be removed from the toy before being charged (if removable).

– Rechargeable batteries are only to be charged under adult supervision (if removable).

– Only batteries of the same or equivalent type as recommended are to be used.

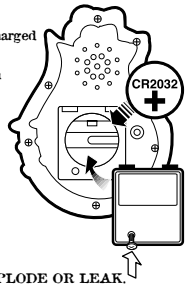
– Batteries are to be inserted with the correct polarity.

– Exhausted batteries are to be removed from the toy.

– The supply terminals are not to be short-circuited.

– Do not mix old and new batteries.

– Do not mix alkaline, standard or rechargeable batteries.



DO NOT DISPOSE OF BATTERIES IN FIRE, BATTERIES MAY EXPLODE OR LEAK.

6 Caution / Deffect Or Demage

High temperature will destroy the unit.
Do not leave unit in direct sunlight.

Do not use a pencil or pin to press the **RESET** switch. Use a ball-point pen.

Do not press the liquid crystal display and avoid heavy shock or the display may fail.

Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

If a part of your game is damaged or something has been left out, **DO NOT RETURN THE GAME TO THE STORE.** The store doesn't have replacement parts. Instead, write to us at:

Tiger Repair Department.
1000 N. Butterfield Road, Unit 1023, Vernon Hills, IL 60061, U.S.A.

In your note, mention the name of your game, your game's model number, and tell us briefly what the problem is. Also include sales slip, date, place of purchase and price paid. We will do our best to help.

7 90-Day Limited Warranty

Tiger Electronics (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.$6.75. Payments must be by check or money order payable to Tiger Electronics.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Repair Department.
1000 N. Butterfield Road, Unit 1023, Vernon Hills, IL 60061, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

For more information about Tiger Electronics, our products and special promotions, please visit our Web Site at: www.tigertoys.com

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

(1) this device may not cause harmful interference, and

(2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

– Reorient or relocate the receiving antenna.

– Increase the separation between the equipment and receiver.

– Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

– Consult the dealer or an experienced radio TV technician for help.

TIGER ELECTRONICS®

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